I/O interface **706** can provide functions to enable interfacing the device **700** with other systems and devices. Interfaced devices can be included as part of the device **700** or can be separate and communicate with the device **700**. For example, network communication devices, storage devices, and input/output devices can communicate via I/O interface **706**. In some implementations, the I/O interface can connect to interface devices such as input devices (keyboard, pointing device, touchscreen, microphone, camera, scanner, sensors, etc.) and/or output devices (display devices, speaker devices, printers, motors, etc.).

Some examples of interfaced devices that can connect to I/O interface **706** can include one or more display devices **720**, one or more cameras **722**, and one or more data stores **738** (as discussed above). The display devices **720** that can be used to display content, e.g., a user interface of an output application as described herein. Display device **720** can be connected to device **700** via local connections (e.g., display bus) and/or via networked connections and can be any suitable display device. Display device **720** can include any suitable display device such as an LCD, LED, or plasma display screen, CRT, television, monitor, touchscreen, 3-D display screen, or other visual display device. For example, display device **720** can be a flat display screen provided on a mobile device, multiple display screens provided in a goggles or headset device, or a monitor screen for a computer device. The camera device(s) **722** can include one or more cameras (or image capture devices) to capture images and/or depth information about a scene being captured in an image (e.g., depth information can include a value for each pixel (or group of pixels) that represents a distance of the object represented by the pixel(s) from the camera.

The I/O interface **706** can interface to other input and output devices. Some examples include one or more cameras which can capture images. Some implementations can provide a microphone for capturing sound (e.g., as a part of captured images, voice commands, etc.), audio speaker devices for outputting sound, or other input and output devices.

For ease of illustration, FIG. **7** shows one block for each of processor **702**, memory **704**, I/O interface **706**, and software blocks **708**, **712**, and **730**. These blocks may represent one or more processors or processing circuitries, operating systems, memories, I/O interfaces, applications, and/or software modules. In other implementations, device **700** may not have all of the components shown and/or may have other elements including other types of elements instead of, or in addition to, those shown herein. While some components are described as performing blocks and operations as described in some implementations herein, any suitable component or combination of components of device **700**, similar systems, or any suitable processor or processors associated with such a system, may perform the blocks and operations described.

In addition to handheld devices mentioned above as examples, other implementations can include conference room cameras that may be mounted higher and produce a pose from an angle above the user. Some implementations can include pose correction for users sitting at a sideways angle to the camera (e.g., where distortion is caused by left/right side angles and not up/down angles). Some implementations can include pose correction for cameras that are held too close to the user's face.

In some implementations, a caller or called party can turn pose correction on or off, or request that pose correction be performed. In some implementations, pose correction be manually or automatically turned off for other reasons, e.g., battery life, processor capability, etc.

One or more methods described herein (e.g., method **500** or **600**) can be implemented by computer program instructions or code, which can be executed on a computer. For example, the code can be implemented by one or more digital processors (e.g., microprocessors or other processing circuitry), and can be stored on a computer program product including a non-transitory computer readable medium (e.g., storage medium), e.g., a magnetic, optical, electromagnetic, or semiconductor storage medium, including semiconductor or solid state memory, magnetic tape, a removable computer diskette, a random access memory (RAM), a read-only memory (ROM), flash memory, a rigid magnetic disk, an optical disk, a solid-state memory drive, etc. The program instructions can also be contained in, and provided as, an electronic signal, for example in the form of software as a service (SaaS) delivered from a server (e.g., a distributed system and/or a cloud computing system). Alternatively, one or more methods can be implemented in hardware (logic gates, etc.), or in a combination of hardware and software. Example hardware can be programmable processors (e.g. Field-Programmable Gate Array (FPGA), Complex Programmable Logic Device), general purpose processors, graphics processors, Application Specific Integrated Circuits (ASICs), and the like. One or more methods can be performed as part of or component of an application running on the system, or as an application or software running in conjunction with other applications and operating system.

One or more methods described herein can be run in a standalone program that can be run on any type of computing device, a program run on a web browser, a mobile application ("app") run on a mobile computing device (e.g., cell phone, smart phone, tablet computer, wearable device (wristwatch, armband, jewelry, headwear, goggles, glasses, etc.), laptop computer, etc.). In one example, a client/server architecture can be used, e.g., a mobile computing device (as a client device) sends user input data to a server device and receives from the server the final output data for output (e.g., for display). In another example, all computations can be performed within the mobile app (and/or other apps) on the mobile computing device. In another example, computations can be split between the mobile computing device and one or more server devices.

Although the description has been described with respect to particular implementations thereof, these particular implementations are merely illustrative, and not restrictive. Concepts illustrated in the examples may be applied to other examples and implementations.

Due to the nature of generating a corrected pose, implementations discussed herein may require access to user data such as videos, images, etc. In situations in which certain implementations discussed herein may collect or use personal information about users (e.g., user video or image data), users are provided with one or more opportunities to control whether the personal information is collected, whether the personal information is stored, whether the personal information is used, and how the information is collected about the user, stored and used. That is, the systems and methods discussed herein collect, store and/or use user personal information specifically upon receiving explicit authorization from the relevant users to do so. In addition, certain data may be treated in one or more ways before it is stored or used so that personally identifiable information is removed (e.g., the sharing suggestion system may anonymously identify important people by features other than personally identifiable information such as name